Starting Up

This section tells you how to start a session in Super Natural.

This section covers the following topics:

-
    Starting a Super Natural Session

-
    How is Super NaturalOrganized?

-
    Choosing an Object Type or Function

-
    Choosing an Object

-
    Working with an Object

Starting a Super Natural Session

Within Super Natural you are identified by a user ID. If your user ID has not already been specified by the teleprocessing monitor or by Natural Security, you must specify it yourself when you log on toSuper Natural for the first time.
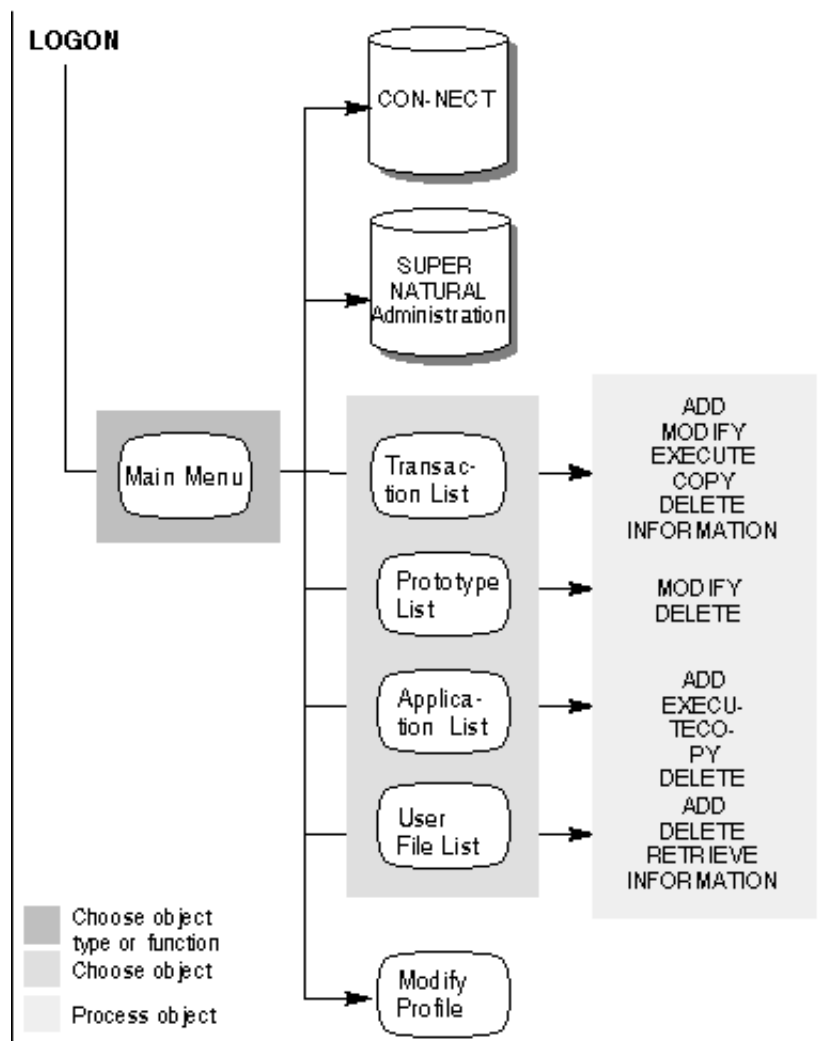
Your Super Natural administrator can tell you how to log on to Super Naturalin your environment.

How is Super Natural Organized?

Everything you can do with Super Natural can be put into one of three categories:

-
    Choosing an object type or function

-
    Choosing an object

-
    Working with an object

The following diagram shows how Super Natural is organized.

Choosing an Object Type or Function

The Main Menu

At the start of each Super Natural session, theMain Menu gives you access to the object types available to you. You can also leave Super Naturalby choosing the Super NaturalAdministration function or the Con-Nect function. The Main Menu contains the standard header and command area. You use the work area to choose an object type or function.

If the Main Menu is not the first screen to appear when you log on to Super Natural, don't worry! Your user profile has been changed. You can invoke the Main Menu by issuing theMENU command.

```
 14:46                    ***** Super Natural *****            18.Dec.1992
 SN1000                        - Main Menu -                        Friday



              TR    Transactions
              PROT  Prototype Programs

              AP    Application Programs
              USERF User Files

              PROF  User Profile

              MA    Super Natural Administration
              ____  CON-NECT




 Select object type or function
 Command ===>
 Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help        Exit            Flip                              Canc
```

Object Types and Functions - Work Area

The Main Menu displays all the objects types offered bySuper Natural and also offers theCon-Nect and Super Natural Administration functions. These object types and functions comprise the major branches of Super Natural.

Some object types or functions may not be available to you. If this is the case, the selection field next to the object types or function is protected so you can not select it.

The following table shows the object types and functions offered bySuper Natural and what happens when you select them:

Object/Function Type	What happens when you select it
Transactions	Transaction List screen appears.
Prototype Programs	Prototype List screen appears.
Application Programs	Application List screen appears.
User Files	User File List screen appears.
User Profile	Modify Profile screen appears.
Super NaturalAdministration	You invoke the Super Natural Administration application. The Super NaturalAdministration Menuappears.
Con-Nect	You invoke Con-Nect. TheCon-Nect Menu appears.

The object types available from the Main Menu and the Con-Nect function are discussed in detail later in this documentation.

The Super Natural Administration application is described in the *Super Natural Administration documentation*.

You can also access the object types and functions available from the Main Menu directly from the Object List screens and from the Modify Profile screen by issuing the relevant commands. For further information on commands, seeCommand List.

Choosing an Object

When you have chosen an object type, either an object list screen or theModify Profile screen appears where you can choose which object you want to process.

You can change your user profile so that when you log on toSuper Natural, one of the Object List screens is the first to appear instead of the Main Menu.

The Modify Profile Screen

The Modify Profile screen is described in the section **User Profile** later in this documentation.

The Object List Screens

There are list screens for each Super Naturalobject type.

▶ **To move between object list screens:**

- Enter an object keyword in the command line.

  The following object type keywords are available:

Object Type	Keyword
Transaction	TRANSACTION
Prototype Programs	PROTOTYPE
Application Programs	APPLICATION
User Files	USERFILE

The screen below is the Transaction Listscreen and is representative of all object list screens:

The Command Column

The Command column is two characters wide and you can use it to perform commands on an object listed in theName column. The commands you can use are listed in the legend.

▶ **To perform a command on an object listed in the Name column:**

• Enter a two-character command abbreviation next to it in theCommand column.

   Some commands invoke windows on the current screen and other commands display another screen.

The Name Column

The Name column lists all the objects stored in the library you are using. You can use PF8 or the + command to page forward in your list of objects and PF19 or the-- command to get to the top of the list again.

The Description Column

The creation time and date of each object are automatically entered in theDescription column. You can enter descriptions to help you identify what each object does (optional). You can modify or delete existing descriptions (including creation time and date) by overtyping.

If the first character in the description of a transaction is an exclamation mark (!), you can execute the transaction but you can only modify it if you created the transaction yourself.

Start Value Field

You use the Start Value field to restart the object list at the name, letter or character you define. This saves time paging if you have large numbers of objects. You can make the following entries in theStart Value field:

Entry	Result
Value*	The object list displays all the objects whose names start with the specified value. For example, if you enter"DE*", all the objects whose names start with DE are listed.
Value<	Lists all the objects which are listed beforethe value specified. For example, if you enter"DE<", all the objects whose names start with AA through to all objects whose name start with DD are listed.
Value>	Lists all the objects which are listed after the value specified. For example, if you enter"DE>", all the objects whose names start with DE through to the end of the list are displayed.
Object-name	The object list lists that object only.

The Add Field - Not in Prototype List

You can use the Add field to add a new object instead of issuing the ADD object-type object-namecommand.

▶ To add an object:

- Enter a new object name in the Add field.

Naming Conventions

An object name can have up to seven characters. Super Natural tells you if a character is not allowed.

The Legend

The legend lists the commands you can use in thecommand column. Use the first two letters (or just the first letter if the command remains unique) of the commands listed.

The Library Field

The Library field indicates which library you are using. For further information on libraries, seeLibrariesin**UsingSuper Natural**.

The Library Type Field

The Library Type field indicates type of library you are using. For further information on libraries, seeLibrariesin**UsingSuper Natural**.

Working with an Object

You can issue commands to be performed on particular objects from theObject List screens or theModify Profile screen.

Once you have chosen an object and perform a command on it, a variety of things can happen according to object type, transaction type and transaction modes. For example, a window, an editor or the Worksheet may appear.

Each object type is described in its own section later in this documentation.

In the case of transactions, the processing which takes place once you have left the Transaction Listscreen is referred to as being within a transaction.